

# CONSTRUCTION SEASON FAQ

## ***Q. Where do I find information about current City construction projects?***

**A.** Current project web pages can be found on the City's Construction Projects website, [my.spokanecity.org/projects](http://my.spokanecity.org/projects).

## ***Q. Who do I contact about an issue on a construction project?***

**A.** Contact information for both the contractor's public representative can be found on the project web page and the City's Construction Relations Manager can be reached at 509-625-6102.

## ***Q. I didn't ask for this project. The City doesn't have permission to work on my property.***



**A.** The City has an obligation to provide repairs and improvements to meet the needs of the taxpayers. As such, the City has the authority to work within the public right-of-way at any time. Note that the public right-of-way often extends beyond the back of the sidewalk, sometimes by as much as 15 to 30 feet. You can get a rough estimate of where your property lines are by exploring the County's Scout map. Note that the City will survey the area prior to construction to ensure the work does not encroach on private property. To determine your exact property boundaries, you are required to have a professional land survey conducted. The onus of proving property boundaries is on the homeowner, not the City or County.

## ***Q. There is a detour route in my neighborhood. Who do I contact about drivers not following traffic control?***

**A.** The City implements detours based on typical traffic volume. Our intention is to keep traffic flowing through a project area with as little disruption as possible. That said, we cannot control drivers, and individuals are allowed to utilize public roads, even if those roads are not official detour routes. The Engineering Department does not have the authority to enforce traffic control outside of the extents of a project (the extents are the public right-of-way of the street being worked on). If drivers are speeding or driving dangerously through adjacent neighborhoods, the incidents need to be reported to the Spokane Police Department's Crime Check at [srec911.com](http://srec911.com) or 509-456-2233.



**Q. What about my landscaping?**

**A. Sprinkler Systems:** If you have a sprinkler system, we will remove and relocate the lines and heads to the back of the proposed sidewalk at no cost to you.

**A. Removal of Items:** Shrubs, and plants within the right-of-way will need to be removed/moved before construction. Anything in the right-of-way at the time of construction that is moved by the contractors will not be saved/replanted. Trees that are in the right-of-way are managed by Urban Forestry, 509-363-5496.

**A. Fences:** Fences that are in the right-of-way will need to be removed/moved before construction. Anything in the right-of-way at the time of construction that is moved by the contractors will not be reinstalled and laid in your yard.

**A. New Sod or Seed:** Water at least twice a day, reduce watering after two weeks. Minimize foot traffic, mowing or fertilizing until sod has taken root.

**Q. A project in my neighborhood is causing excessive noise.**

**A.** Unfortunately, public works projects are going to have standard noises associated with heavy equipment, such as the beeping of back-up alarms and pounding, digging, and dumping. Contractors are required to comply with City noise ordinance codes, which do not allow excessive noise between 10:00 p.m. and 7:00 a.m.

**Q. A project in my neighborhood is causing excessive dust.**

**A.** Unfortunately, most public works projects are going to produce dusty conditions. Contractors are required to control dust within the project extents. If dust is an issue, contact the contractor’s public representative or the City’s Construction Relations Manager.

**Q. The contractor caused damage to my property.**

**A.** Contact the contractor’s public representative or the City’s Construction Relations Manager at 509-625-6102 as soon as possible. It also is in your best interest to provide as much photo documentation as possible.

